

**WHAT IS CLAIMED IS:**

1. A video game system including a video game system controller that is arranged to execute a video game program, the video game system further including a micromechanical dispensing device that is arranged to dispense at least one fluid into an atmosphere under control of the video game system controller.
2. The video game system of **claim 1**, the video game system controller arranged to execute the video game program for the use of one or more video game players.
3. The video game system of **claim 2**, wherein the one or more video game players are located in the atmosphere.
4. The video game system of **claim 1** further comprising one or more video game components.
5. The video game system of **claim 4**, wherein the one or more video game components comprise one or more of any of the following: video display units, audio speakers, human hand control input devices, joysticks, keyboards, cursor control devices and computer mouse devices.
6. The video game system of **claim 1**, wherein the video game system controller comprises any of a video game console, a personal computer, a desktop computer, a laptop computer, a computing device, a communication device, a video game playing device, a personal digital assistant, a portable computing device, a portable communication device, and a wireless phone.

7. The video game system of **claim 1** further comprising a system sensor arranged to form a system sensor signal based on an atmospheric substance comprised in the atmosphere and to communicate the system sensor signal to the video game system controller.

8. The video game system of **claim 7**, wherein the video game system controller is arranged to control the micromechanical dispensing device based on the system sensor signal.

9. The video game system of **claim 8**, wherein the atmospheric substance comprises the at least one fluid that is dispensed by the micromechanical dispensing device.

10. The video game system of **claim 8**, wherein the atmospheric substance comprises a human body fluid.

11. The video game system of **claim 8**, wherein the atmospheric substance comprises an odor or fragrance that is formed by a human body.

12. The video game system of **claim 8**, wherein the atmospheric substance comprises an odor or fragrance that is formed by any of one or more video game players.

13. The video game system of **claim 1**, wherein the micromechanical dispensing device further comprises a dispensing device sensor arranged to form a system sensor signal based on an atmospheric substance comprised in the atmosphere and to communicate the system sensor signal to the video game system controller.

14. The video game system of **claim 13**, wherein the video game system controller is arranged to control the micromechanical dispensing device based on the system sensor signal.

15. The video game system of **claim 14**, wherein the atmospheric substance comprises the at least one fluid that is dispensed by the micromechanical dispensing device.

16. The video game system of **claim 14**, wherein the atmospheric substance comprises a human body fluid.

17. The video game system of **claim 14**, wherein the atmospheric substance comprises an odor or fragrance that is formed by a human body.

18. The video game system of **claim 14**, wherein the atmospheric substance comprises an odor or fragrance that is formed by one or more video game players.

19. The video game system of **claim 1**, wherein the micromechanical dispensing device comprises one or more micromechanical dispensing mechanisms arranged to dispense one or more fluids into the atmosphere, each of the one or more micromechanical dispensing mechanisms arranged to fluidly couple to a corresponding fluid reservoir of one or more fluid reservoirs.

20. The video game system of **claim 19**, wherein any of the one or more fluid reservoirs contain a fluid comprising any of a fragrance, perfume, therapeutic, mood-enhancing agent, pheromone, moisturizer and humectant.

21. The video game system of **claim 19**, wherein any of the one or more micromechanical dispensing mechanisms comprise any of an electrostatically-driven membrane, an electrostatically-actuated piston, a magnetically-actuated membrane, a thermally-actuated paddle vane and a ballistic aerosol dispensing mechanism.

22. The video game system of **claim 1**, wherein the micromechanical dispensing device comprises a plurality of micromechanical dispensing mechanisms arranged to dispense a plurality of fluids into the atmosphere, each of the plurality of micromechanical dispensing mechanisms arranged to fluidly couple to a corresponding fluid reservoir of a plurality of fluid reservoirs.

23. The video game system of **claim 22**, wherein any of the plurality of fluid reservoirs contain a fluid comprising any of a fragrance, perfume, therapeutic, mood-enhancing agent, pheromone, moisturizer and humectant.

24. The video game system of **claim 22**, wherein any of the plurality of micromechanical dispensing mechanisms comprise any of an electrostatically-driven membrane, an electrostatically-actuated piston, a magnetically-actuated membrane, a thermally-actuated paddle vane and a ballistic aerosol dispensing mechanism.

25. The video game system of **claim 1**, wherein the micromechanical dispensing device comprises a micromechanical dispensing mechanism arranged to dispense a plurality of fluids into the atmosphere, the micromechanical dispensing mechanism being fluidly coupled to an included valve, wherein the valve is arranged to selectively fluidly couple the micromechanical dispensing mechanism to a plurality of fluid reservoirs.

26. The video game system of **claim 25**, wherein any of the plurality of fluid reservoirs contain a fluid comprising any of a fragrance, perfume, therapeutic, mood-enhancing agent, pheromone, moisturizer and humectant.

27. The video game system of **claim 25**, wherein the micromechanical dispensing mechanism comprises any of an electrostatically-driven membrane, an electrostatically-actuated piston, a magnetically-actuated membrane, a thermally-actuated paddle vane and a ballistic aerosol dispensing mechanism.

28. The video game system of **claim 1**, wherein the micromechanical dispensing device comprises a plurality of micromechanical dispensing mechanisms arranged to dispense a fluid into the atmosphere, the plurality of micromechanical dispensing mechanisms arranged to fluidly couple to a fluid reservoir.

29. The video game system of **claim 28**, wherein the fluid reservoir contains a fluid comprising any of a fragrance, perfume, therapeutic, mood-enhancing agent, pheromone, moisturizer and humectant.

30. The video game system of **claim 28**, wherein any of the plurality of micromechanical dispensing mechanisms comprise any of an electrostatically-driven membrane, an electrostatically-actuated piston, a magnetically-actuated membrane, a thermally-actuated paddle vane and a ballistic aerosol dispensing mechanism.